# Any advice for my mousefolk race?

Race
I am trying to differentiate Mousefolk from Halflings, so I need to replace a couple of the abilities here, so I would appreciate some C&C:

-Ability Score Increase. Your Dexterity score increases by 2.

- Age. A Mouseling reaches adulthood at the age of 10 and lives to be about 40-50 years old on average

-Alignment. Most Mouselings are good, and tend towards lawful. They are kind-hearted and compassionate, hate to see others in pain, and have no tolerance for oppression. Mouselings prefer to live quiet, unassuming lives and give honest work for honest pay. To a Mouseling, the Rule of Law is how little creatures like them can be given equal footing with the larger races of the world.

-Size. Mouselings average about 2 1/2 feet tall and weigh about 40 pounds. Your size is Small.

-Speed. Your base walking speed is 25 feet.

-Squirm. You can move through spaces that tiny creatures can at half speed

-Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

-Keen Senses. You have proficiency on Perception checks that rely on hearing or smell.

- Mouseling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Subrace. The two main kinds of Mouseling, Brownfur and Blackfur, are more like closely related families than true subraces. Choose one o f these subraces.

B r o w n f u r

As a Brownfur Mouseling, you avoid the dangers of the untamed wilds for the security of civilization. Your bookish nature gives you an edge in the arcane studies, and a knack for trade skills and craft. Brownfur goods are considered among the most reliable and sturdy you can get. A Brownfur's natural dexterity and ability to go unnoticed make them desirable contract thieves and infiltrators.

- Ability Score Increase. Your Intelligence score increases by 1.

- Tinker. You gain proficiency with the tools of your choice: a poisoner’s kit, thieves tools, or an artisan's tool of your choice.

- Elusive. You have proficiency in Stealth skill.

B l a c k f u r

As a Blackfur Mouseling, you make your living in the wilds. You have keen senses, deep intuition, and a connection with nature that few other races can boast. The Blackfur are unwavering in their commitments, and undaunted in battle. Many Blackfur serve as scouts and rangers of their civilizations, the first and last line of defense against the many dangers of the world. With an

Elder's blessing some Blackfur leave the service of their clans to wander the world and record their journeys.

-Ability Score Increase. Your Wisdom score increases by 1.

-Brave. You have advantage on saving throws against being frightened.

-Frontiersman. You have proficiency in the Nature skill.

Any advice?